

The Jewel of the Hylia (Part I)

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Category: Legend of Zelda

Language: English

Status: In-Progress

Published: 2000-07-01 09:00:00

Updated: 2001-04-25 09:00:00

Packaged: 2016-04-27 21:51:21

Rating: K+

Chapters: 1

Words: 2,356

Publisher: www.fanfiction.net

Summary: Zelda's boring friend may not be just as boring as she thought >:P

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"Slow down! I cant run that fast!", Milla whined running up the rickety old staircase after her friend. She plopped down on a step to catch her breath whining to herself about having to climb all these stairs.

>
 "Milla? Milla?! are ya down there? what're you doing? c'mon!" a girl's voice called. It was Zelda's voice. She looked down the side of the rail and found her friend a few flights down resting.

>
 "What are you doing there?!" She Yelled down to then ran back down the stairs.

>
 "just.....resting"

>
 "It's just a little further, C'MON!" She grabbed her hand and dragged her up the stairs like a small child. She stop at the top of the tower staircase at a locked door. Inside was a small dark storage room.

>
 "What's so special?"

>
 "Wait here, I'll go get it" Zelda said grinning and running to the back of the room to get something. Milla tryed to see what she was doing but could only see her moving around in the shadows. Zelda opened up a chest and pulled out a small jewel covered box, and quickly brought it over to milla, snickering under her breath.

>
 "what is it?"

>
 "Just open it....hehe" Zelda held the box up close to Milla's face for her to open it.

> After opening it milla screamed and jumped back, toppling over and landing on her back. Out of the box popped a small green grass snake.

> "what the?.....wha.....WHAT THE HELLS WRONG WITH YOU?!!" Milla screamed "YOU KNOW I HATE SNAKES!"

> Zelda Reached down to grab the snake, holding her stomach which hurt from her laughing so hard. She placed the snake back in it's container and walked back downstairs to her room to return it, followed by an angered and shaking milla.

> She placed it back up on a high shelf, and made a mental note to send for a new snake cage to be sent from the goldsmith's hut in the castle town market place. By the time she got to her room, the laughter had resided. She'd only felt a minimal pang of guilt, but at the same time was confused at her companion's violent reaction. She thought the snake to be lovely. A bright peridot green and shiny scaled. Despite the princesses noble upbringings at heart she was a tomboy. She might've taken advantage to her friends phobia for her own amusement, but in truth she wasn't all that impressed with the young girl who claimed to be her dearest friend.

> Milla was 13, a year older than Zelda and of distant relation to the royal family of Hyrule. Her parents a count and countess, even though her mother had some sheikan blood. Zelda had little doubt Milla was under pressure to grow closer to herself, the daughter of the most powerful man in Hyrule. Anyway, Milla was a boring dull girl, no different from all the other tea-sipping little girls in the castle that bored zelda so. She sighed to herself, perhaps it was cold of her to toss aside the girl's earnest affections so casuallybut it was true. The young princess was lonely, despite the ladies in waiting, the phonies ready to pucker up to her backside at a moments notice, and for it she felt very isolated and lonely.

> Milla had calmed down from her girlish fright and found her voice again "Zel, im sorry i yelled at'cha"

> "don't call me Zel"

> "I'm sorry Zel.....Zelda. Wanna go play?"

> "Play what"

> "I know! We could have a tea party! I just got some new porcelain dolls and....."

> Zelda sighed dourly, and turned her back away from the eager girl. "I'm tired from climbing all those stairs, im gonna go rest." Milla looked to the ground sadly for failing to impress the young royal.

> "As you wish." Zelda smiled in relief to be rid of the witless girl, but her triumph was brief as she heard a heavy footfall approach.

> "Zelda?"

> "oh what is it now?-oh impa, im sorry. What is it?"

> "Your father summons you, please come with me your highness"

> Zelda made a worried frown, not being sure what she was being called for. It was very unusual for her father to summon her, unless it was something important."

> Two Guards were in the hallway eating doughnuts and loafing around when they saw two figures coming

> "im on my break. you stop em"

> "im on mah break too, s'your turn"

> "MAKE M-.....ahhhh it's to hot"

> The two guards sat back down on the ground with their box of deku donuts as Impa and the princess stepped right over them. Impa opened the doors to the King's quarters shaking her head in disgust.

>
 "Yes, father?"

>
 The King, engrossed in a set of scrolls, looked up startled to see his daughter.

>
 "Ah" he said, placing the scrolls neatly on the desk "so you're here, leave us Impa" She bowed deeply and exited the room. The king, satisfied with being alone, took his daughter's hand and lead her over to the other side of the desk and smiled.

>
 "so, how's my favorite little daughter?"

[illegible]

soldiers with the most significant jobs in all of Hyrule were among some of the most incompetent soldiers in Hyrule also. She patrolled the marble floored corridors of the castle deep in thought until her boredom induced trance was interrupted by two guards running towards her.

>
 " IMPA!!.....there.....there.....whoo.....found'ja!"

>
 Impa looked down with a look of confusion on her face at the exhausted and overweight struggle to catch his breath and the skinnier one bounding down the hallway over to him.

>
 "Yes?"

>
 "need.....help"

>
 She was almost alarmed at his reply until the skinnier one butted in.

>
 "Me an him. We has a bet. Why's does youz got white hair?"

>
 "WHAT?"

>
 "I think ya bleach it, but that clod ova there say ya's just old."

>
 "You incompetent fool! If you ever bother me with such frivolous non-sense again ill cut off your-"

>

> KYAHHHHHHHHHHhh-

> Impa looked up and knocked the little man who was still trying to catch his breath tumbling over into his partner.

> "HEY!!! Where is you goin?! We's still gotta bet! "

>
 By the time the two guards had reached Impa again, she was standing over the helpless girl as the two guards rushed in knocking each other over. Impa looked up, looking quite irritated with their incompetence.

>
 the taller one stood up, trying to regain his composure.

>
 "What's going on here?"

>
 Impa paid no mind, as she was preoccupied with a strange finding of a tattoo on the young countesses' neck. Arcane symbols, some almost like writing. Old Sheikan writing.

>

> "never mind that, just search for who did this, instead of just slacking off all day"

> Impa picked up Milla an hurried her off to the king's quarters, knocking over the little fat man once again, for him to take a look at this.

>

>

> <pont>

End
file.